Group 4

Date of meeting: 10/02/18

Time of meeting: 14:00

Attendees: Bethany Cowle, Caleb Guppy, Ben Carter, Victor Sicoe

Apologies from: N/A

Postmortem of previous weeks work:

What went well:

All group members communicated well and completed the tasks they were set on time. We also successfully put together the presentation and managed to create a prototype of the game to demonstrate our ideas. We held regular meetings to keep each other updated on our progress and to make sure everyone knew what they were supposed to be doing.

What went badly:

We had a problem during the presentation where we were unable to play the videos we had taken of our prototype of the game, which made it difficult to communicate effectively how the game was supposed to work. We also had a few problems with Github, where group members were unable to upload work. These problems with Github have now been resolved.

What can be done to improve the current week:

Group members need to remember to log their time accurately on their tasks on Jira, as some tasks had no time logged. It would also be useful for members to upload their work to Github and send emails to update the team when they have completed tasks.

Topics of this week’s meeting:

* Presentation debrief
* Discussed everyone’s ideas for how we could move forward with the game based on feedback
* Decided to change our game idea as we believed it didn’t fit the brief well
* After agreeing on a new idea for our game we discussed how we could fix the issues our previous idea had such as making the game more engaging for both players, not having long waits before each turn, etc
* Made sure each group member knew how to upload work to Github correctly
* Set tasks for each group member for the week

Overall aim of the week’s sprint:

As we have decided to change the game to a new idea which we think will better fit the brief, we need to think of an appropriate theme and refine the mechanics. To do this, we will need to create a prototype of the game to test these mechanics. We will also need to decide whether it would be better to develop the game using Unreal or Unity; the programmers will use this week to create a quick prototype using each and discuss with each other which they think will work best.

Tasks for the current week:

Beth:

* Think of ways we can improve our game based on the feedback from the presentation (1 hour 30 minutes) \*This task was set and completed prior to this meeting
* Create theme mood boards (2 hours)
* Create screen mockups and concept art (2 hours)

Caleb:

* Think of ways we can improve our game based on the feedback from the presentation (1 hour 30 minutes) \*This task was set and completed prior to this meeting
* Create theme moodboards (2 hours)
* Create screen mockups and concept art (2 hours)

Ben:

* Think of ways we can improve our game based on the feedback from the presentation (1 hour 30 minutes) \*This task was set and completed prior to this meeting
* Create a prototype of the game using Unreal Engine (4 hours)

Victor:

* Think of ways we can improve our game based on the feedback from the presentation (1 hour 30 minutes) \*This task was set and completed prior to this meeting
* Create a prototype of the game using Unity (4 hours)